

SCORPIO: 36-Core Shared Memory Processor

Demonstrating Snoopy Coherence on a Mesh Interconnect

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Anantha Chandrakasan, Li-Shiuan Peh

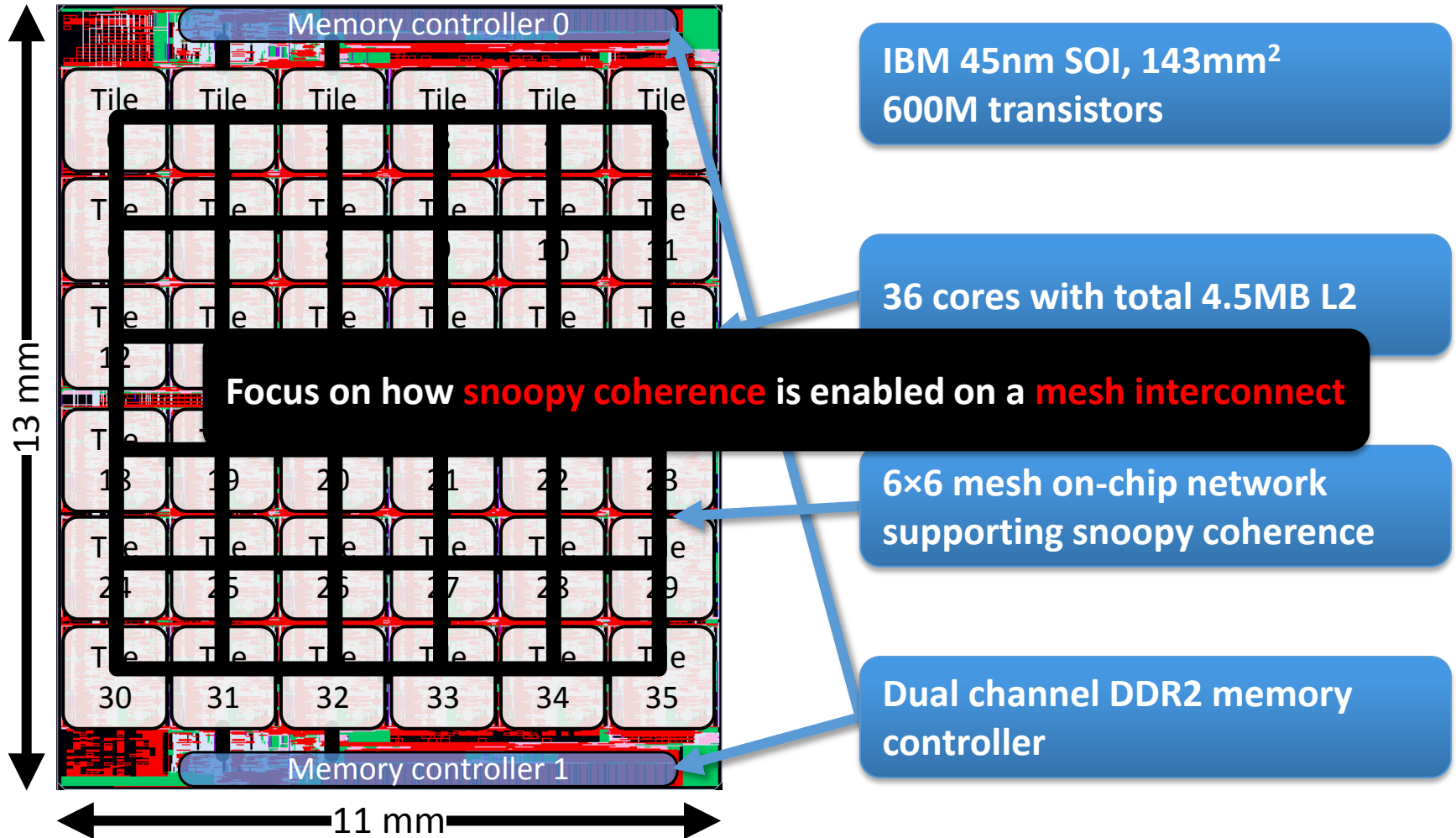
Contributions:

Core integration (Bhavya and Owen),
Cache coherence protocol design (Bhavya and Woo Cheol)
L2 cache controller implementation (Bhavya)
Memory interface controller implementation (Owen)
High-level idea of notification network (Woo-Cheol)
Network architecture (Woo-Cheol, Bhavya, Owen, Tushar, Suvinay)
Network implementation (Suvinay)

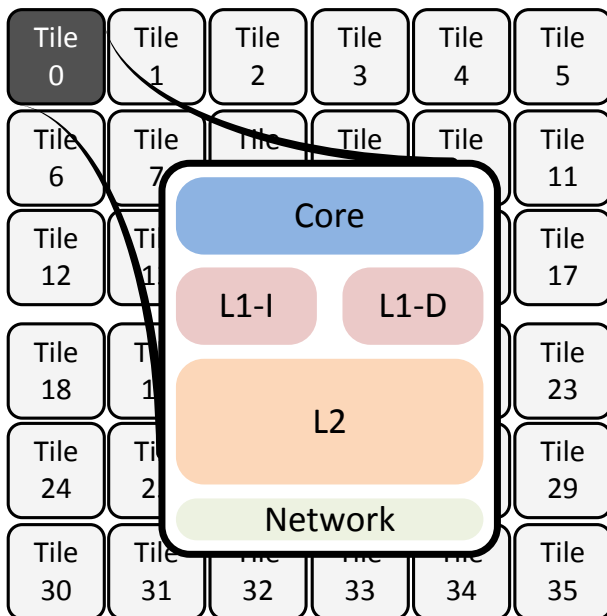
DDR2 and PHY integration (Sunghyun and Owen)
Backend of entire chip (Owen)
FPGA interfaces, on-chip testers and scan chains (Tushar)
RTL functional simulations (Bhavya, Owen, Suvinay)
Full-system GEMS simulations (Woo-Cheol)
Board Design (Sunghyun)
Software Stack (Bhavya and Owen)
Package Design (Freescale)



SCORPIO Overview



Tile Architecture



Core

- Freescale e200 z760n3
- In-order
- Dual-issue

Private L1 cache

- Split 16KB for Inst / Data
- 4-way set associative

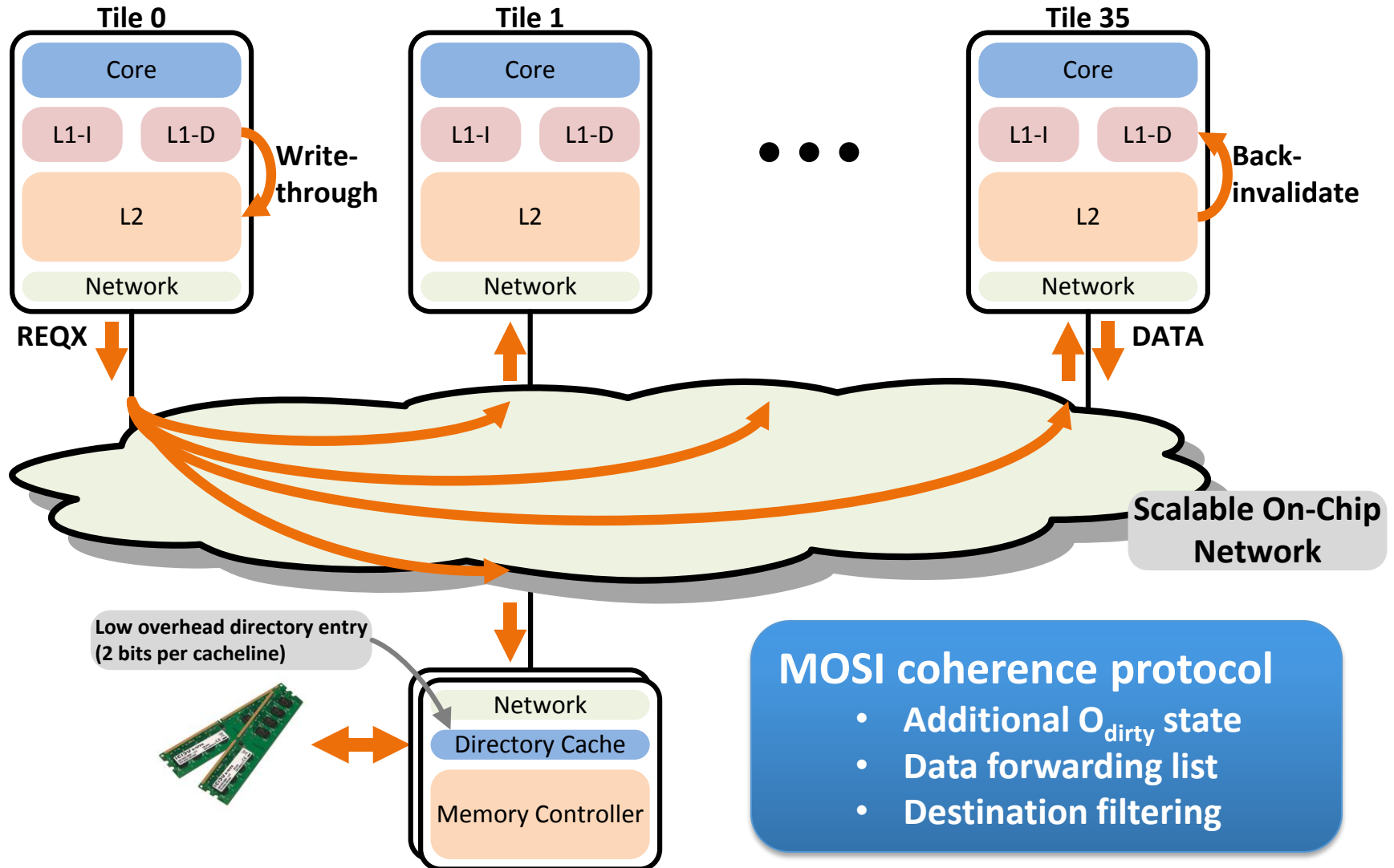
Write-through

Private L2 cache

- 128KB
- 4-way set associative
- Inclusive

Back-invalidate

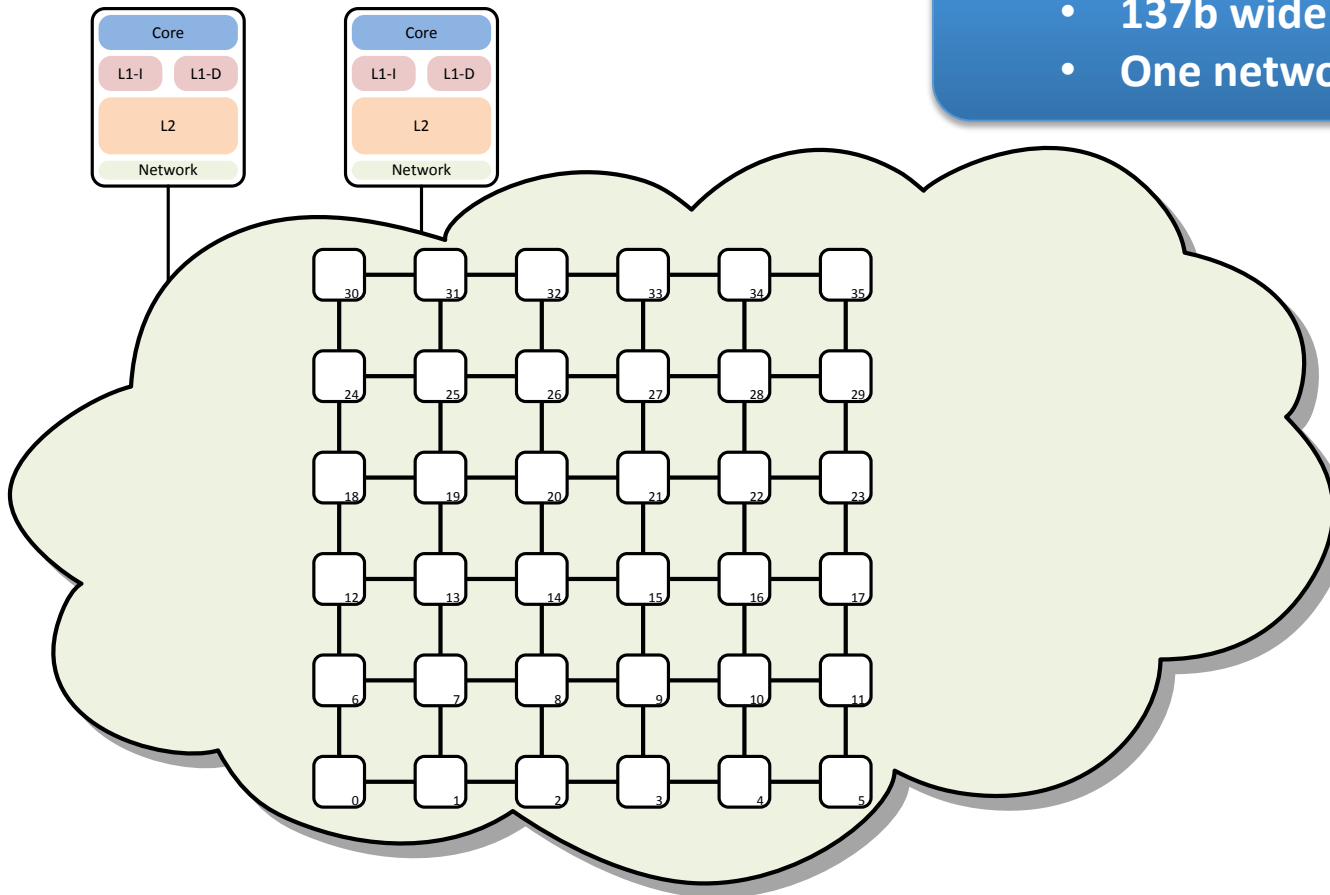
Snoopy Coherence



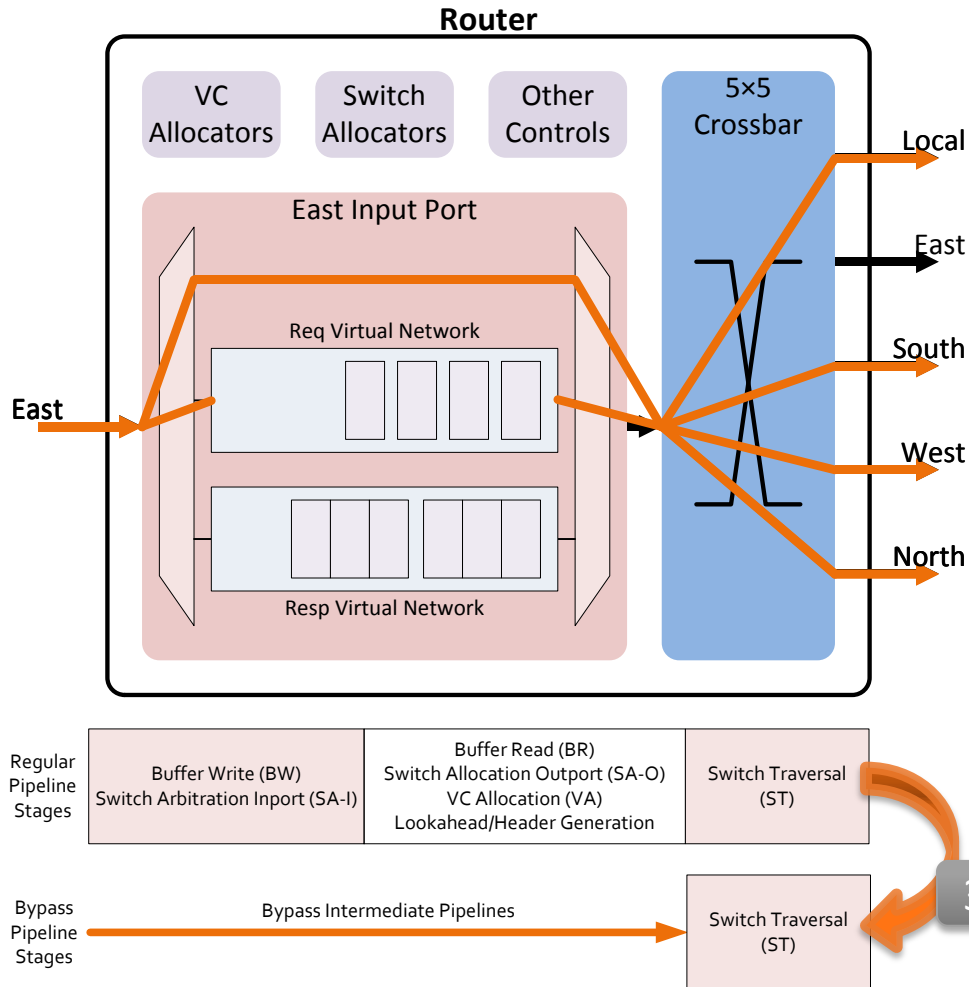
Scalable On-Chip Network

6×6 mesh interconnect

- 137b wide data-path
- One network node / tile



Scalable On-Chip Network



6x6 mesh interconnect

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Deadlock avoidance

- Two virtual networks
- Dimensional X-Y routing

Optimizations

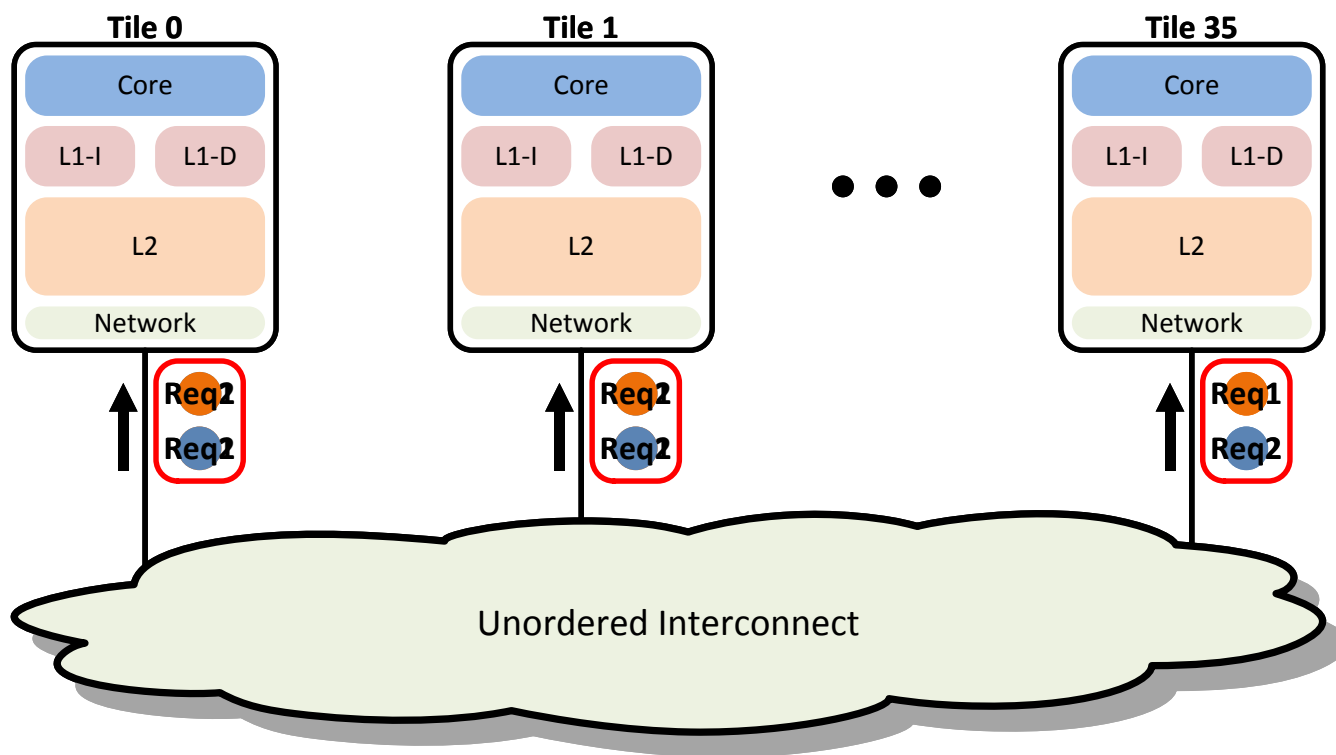
- Multiple virtual channels / VN
- In-network broadcast support
- Virtual router pipeline bypass

Globally-Ordered Virtual Network

Problem: Broadcast Messages delivered to different nodes in

Solution: Decouple message delivery from ordering

We want: Every node to see all messages in the **same global order**

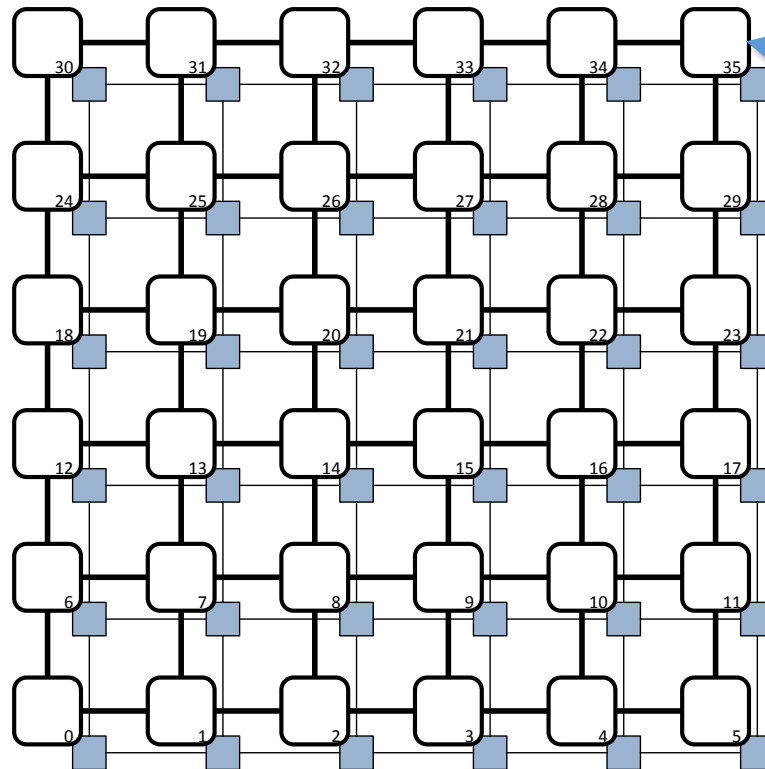


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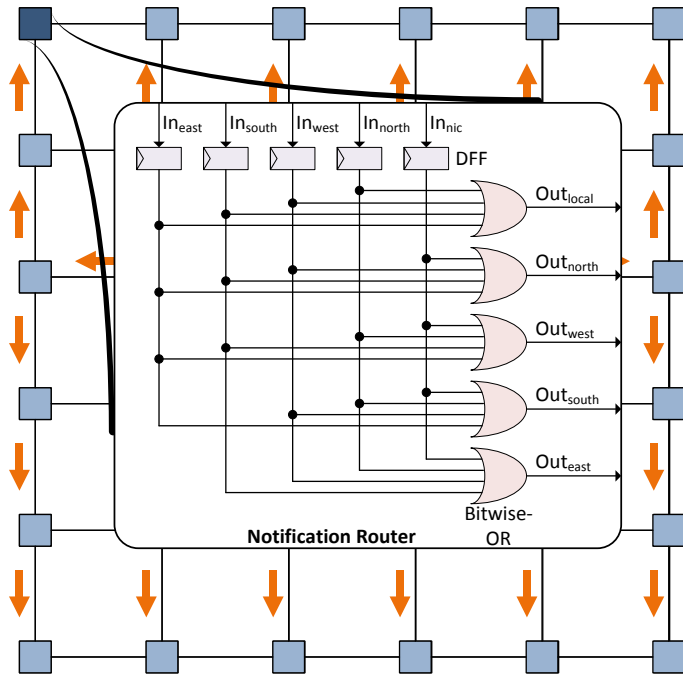
Main network

- Message delivery

Notification network

- Message ordering

Notification Network



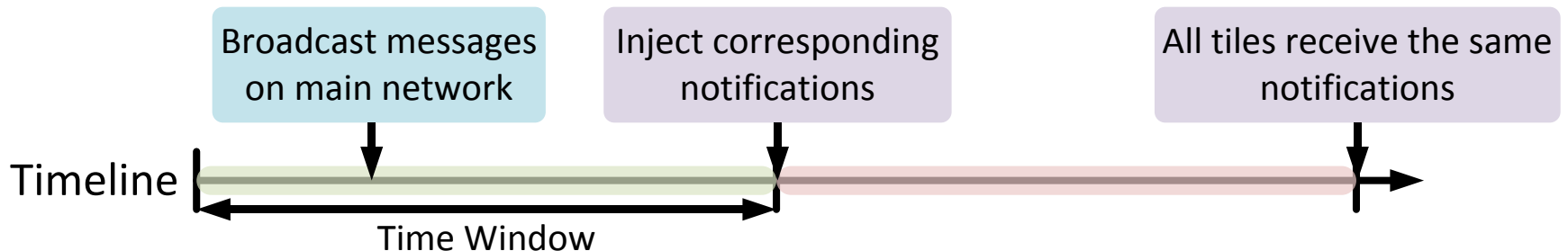
Bounded latency (≤ 12 cycle)

- Non-blocking
- 1 cycle / hop broadcast mesh
- Dedicated 1 bit / tile

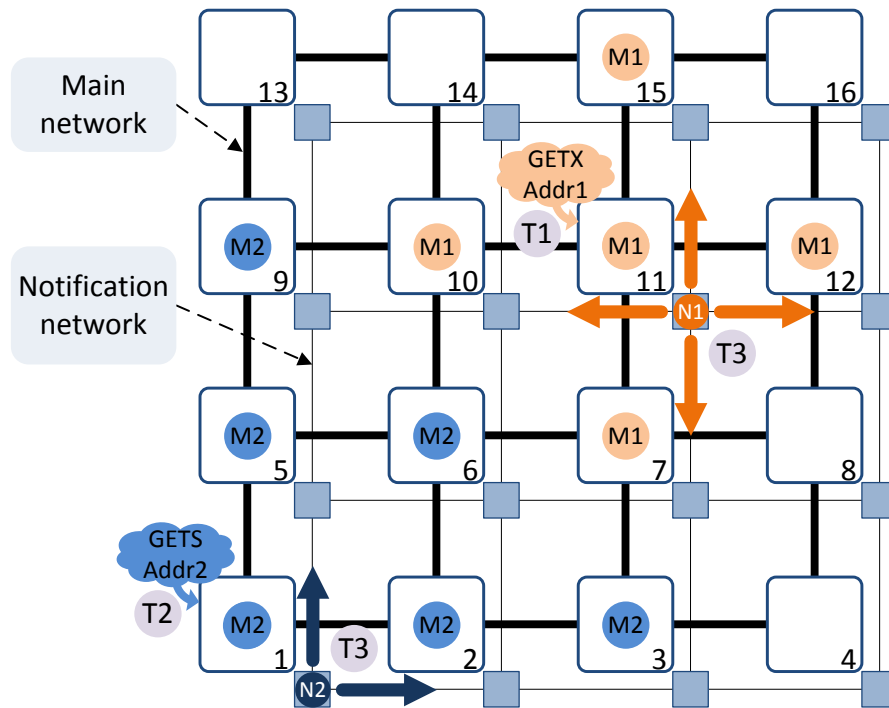
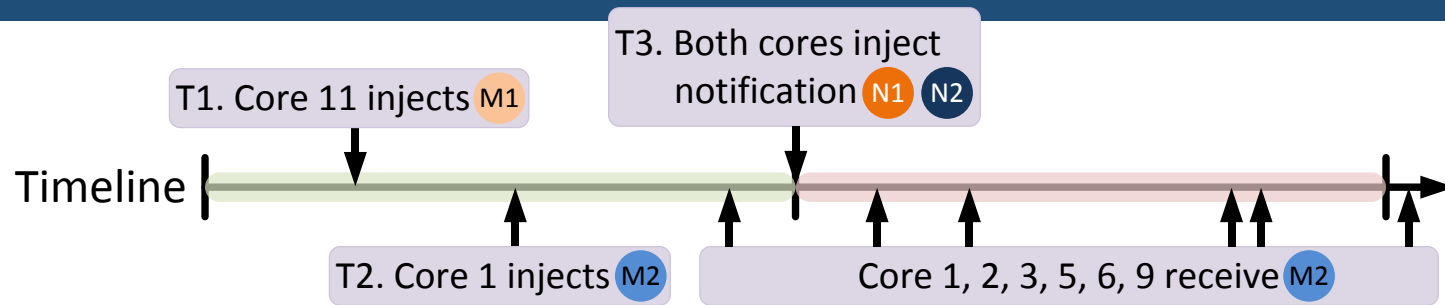
Low cost

- Only DFF + ORs

All tiles determine
the **global order locally**



Walkthrough



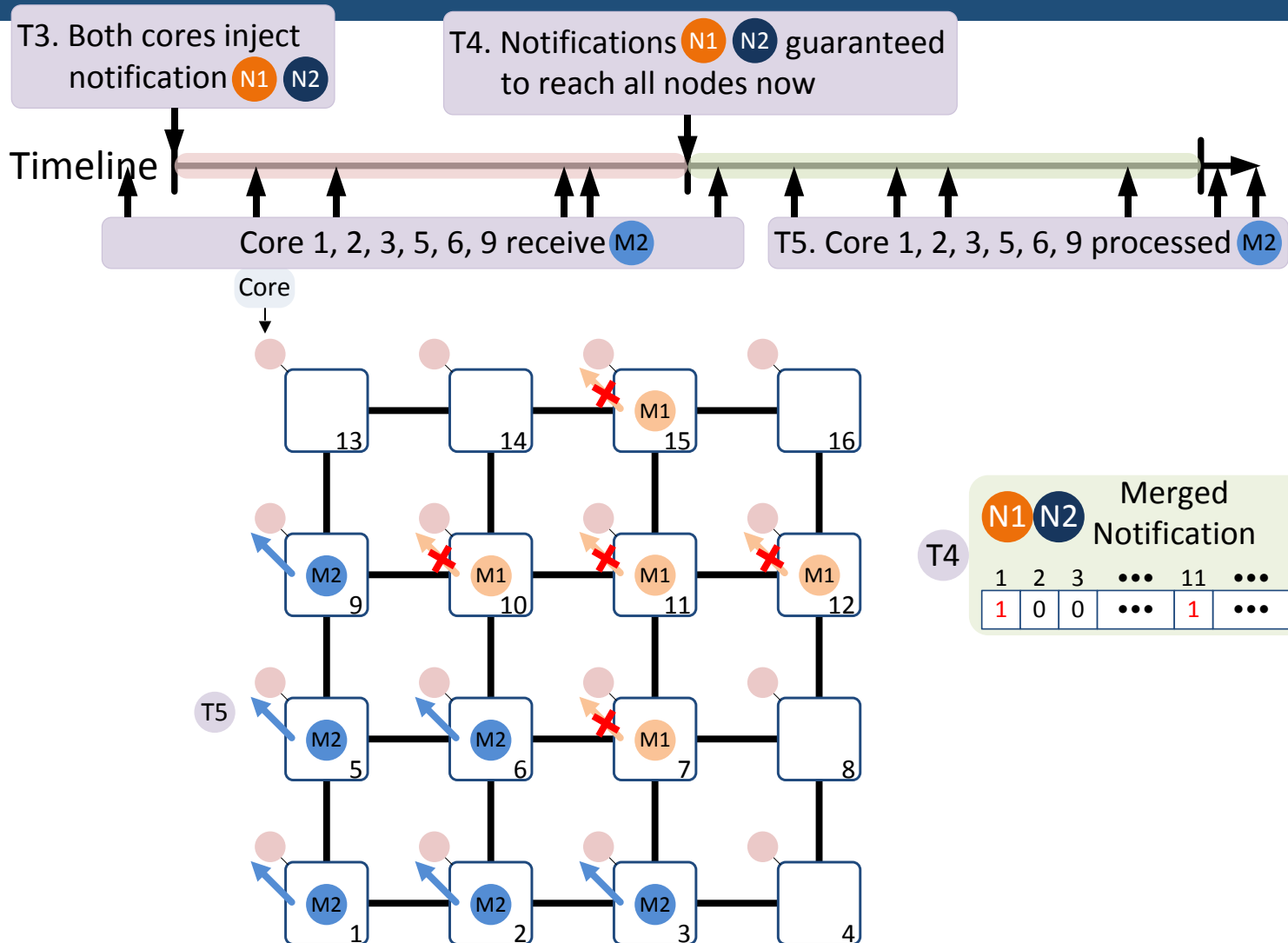
N1 Broadcast notification for M1

1	2	3	...	11	...	15	16
0	0	0	...	1	...	0	0

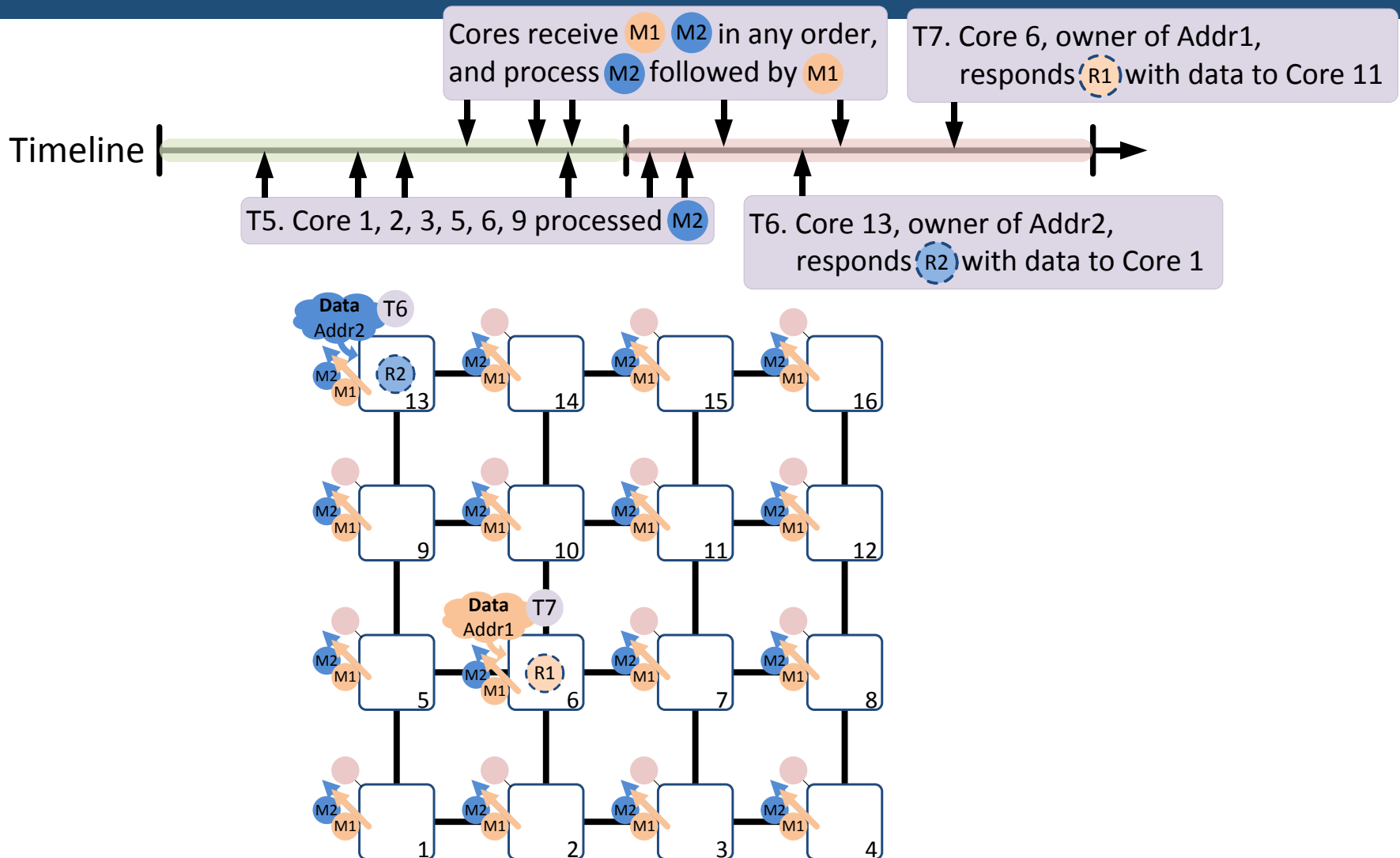
N2 Broadcast notification for M2

1	2	3	...	11	...	15	16
1	0	0	...	0	...	0	0

Walkthrough



Walkthrough



Synchronization Primitives



lwarx, stwcx

- Link in L2 cacheline granularity
- Detect modifications after load-link using coherence protocol



msync

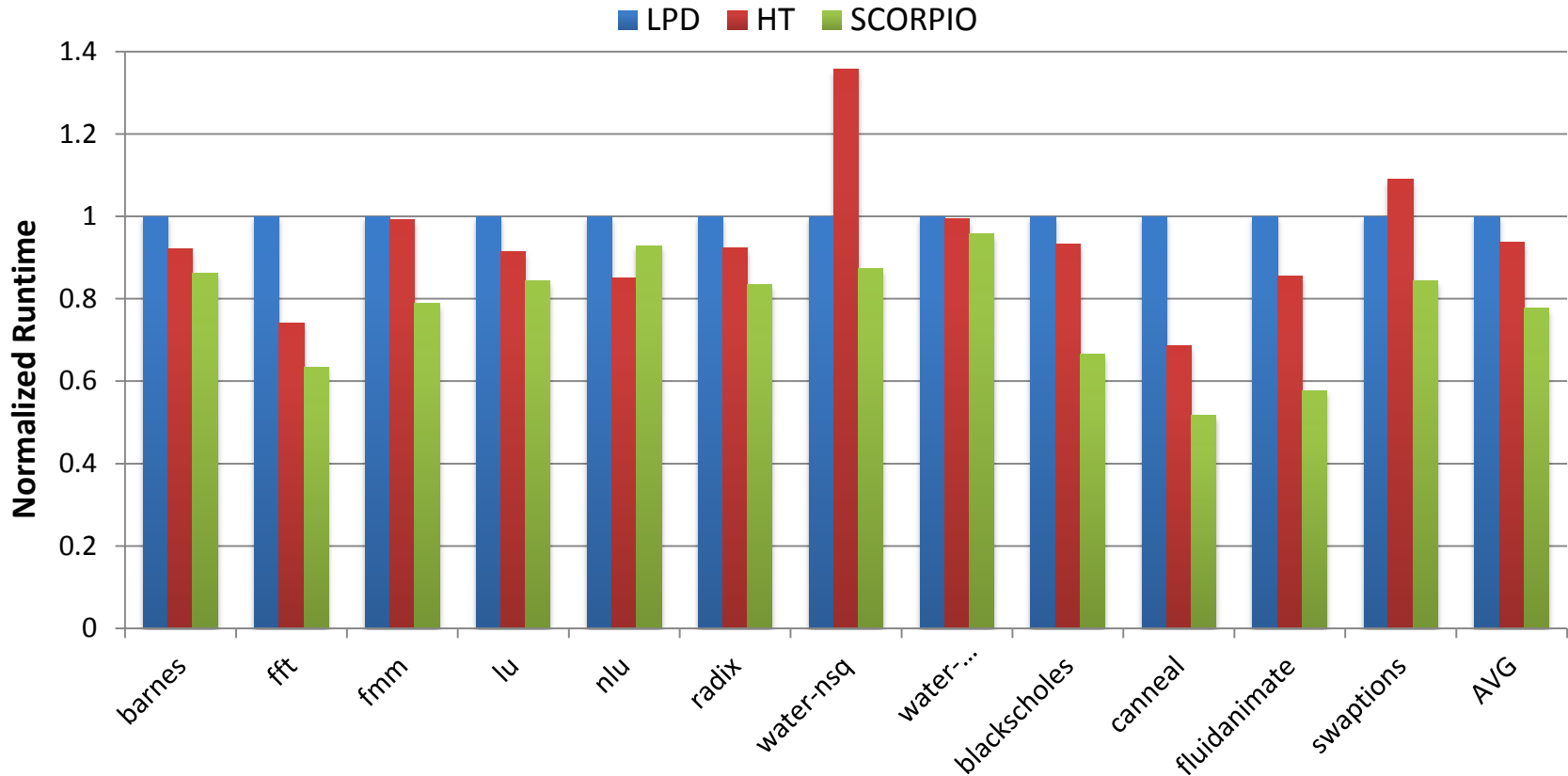
- Broadcast sync requests
- Gather acks from all cores when they complete the sync request

Evaluation Setup

Simulator	GEMS + GARNET
Access times	L1 – 1 cycle; L2 – 10 cycles; DRAM 90 cycles
LPD	Limited Pointer Directory Coherence
HT	AMD HyperTransport Coherence
SCORPIO	Snoopy Coherence: MOSI

	LPD	HT	SCORPIO	Isolate
What is tracked?	Few sharers	Presence of owner	Presence of owner	Storage overhead
Who orders requests?	Directory	Directory	Network	Indirection latency

Runtime Comparison

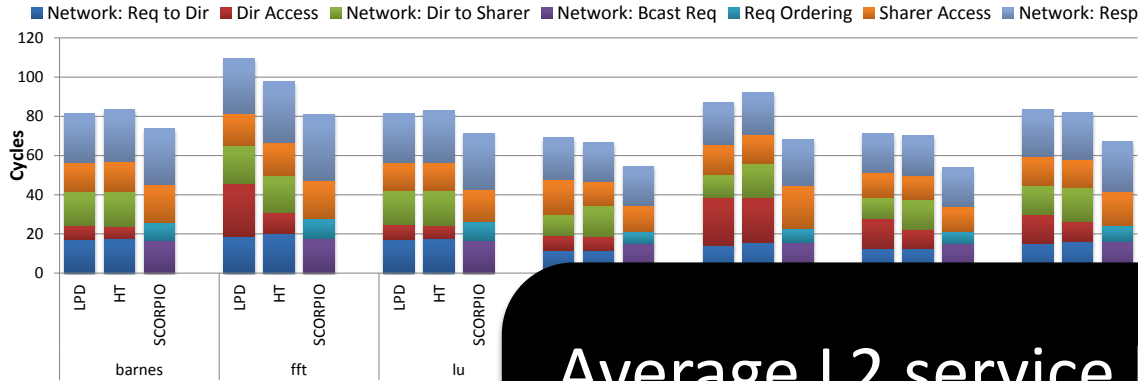


→ 24% better than Limited Pointer Directory

→ 13% better than Hyper-Transport

L2 Service Latency

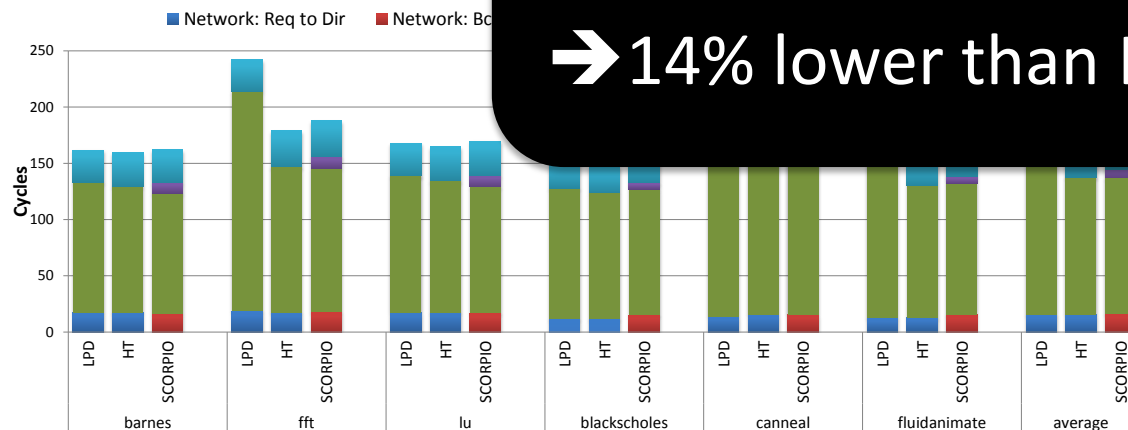
Requests served by other caches



→ 19% lower than LPD

→ 18% lower than HT

Requests served by dir



Average L2 service latency

→ 17% lower than LPD

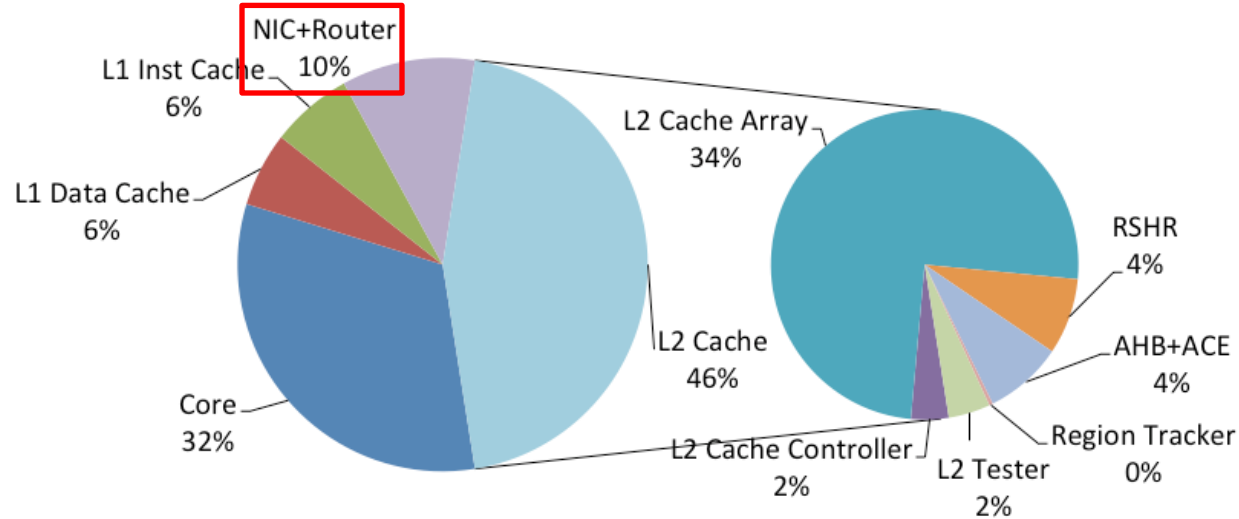
→ 14% lower than HT

Requests served by other caches

→ 7.5% lower than LPD

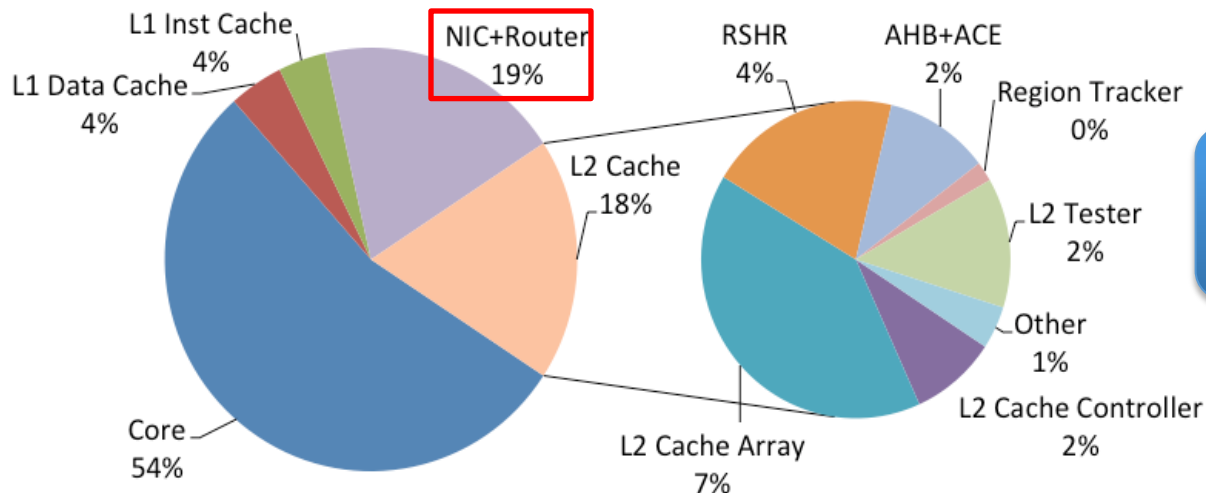
→ 4.2% higher than HT

Network Cost



Network occupies
only 10% of the area

Area



Network consumes
20% of the power

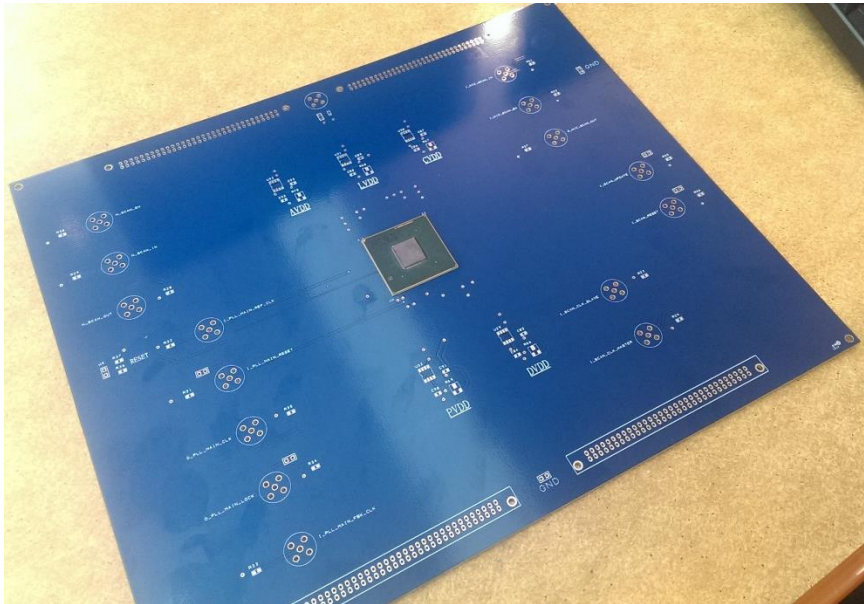
Power

Post-layout frequency: 833 MHz

Contributions

- **SCORPIO: A 36-core shared-memory processor**
Snoopy coherency on a mesh interconnect:
 - Runtime: 24% better than LPD, 13% better than HT
 - Cost: 28.8W @ 833MHz
- **Novel network-on-chip for scalable snoopy coherence**
New ideas:
 - Distributed in-network ordering mechanism
 - Decouple message delivery from message ordering

Ongoing Work

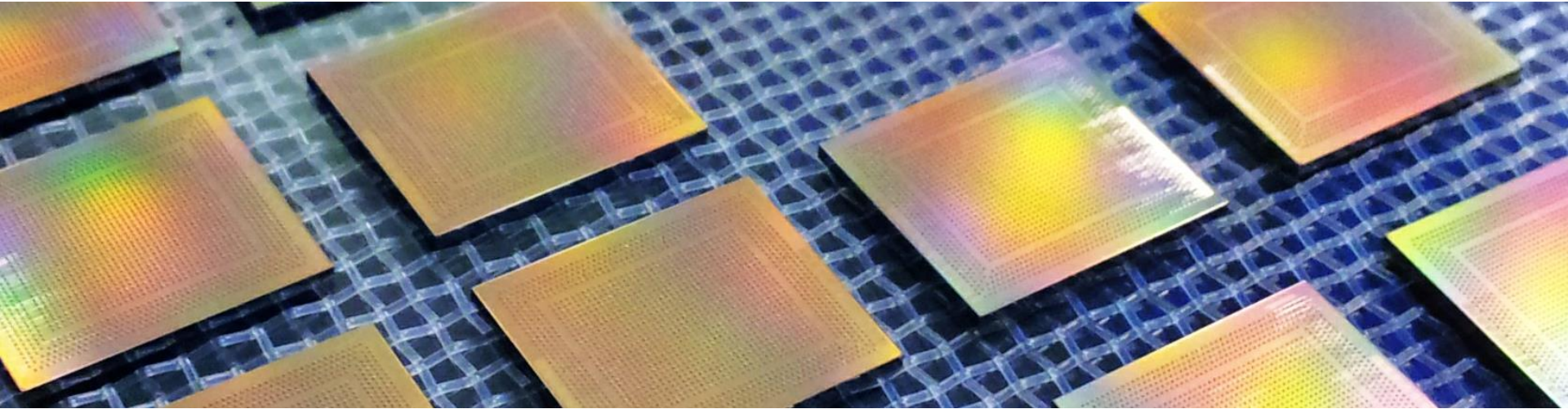


Software stack development

- Boot Linux
- Run PARSEC, SPLASH, ..., etc

Chip measurement

- Power, timing
- Performance



MTL ● ● ●



THANK YOU!

